Application or Docket Number

PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [ SMALL ENTITY OR TOTAL CLAIMS. RATE FEE RATE FEE OR BASIC FEE **BASIC FEE** 385.00 770.00 FOR NUMBER FILED **NUMBER EXTRA** TOTAL CHARGEABLE CLAIMS. minus 20= X\$ 9= X\$18= OR D minus 3 = INDEPENDENT CLAIMS X43 =X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY SMALL ENTITY OR (Column 3) (Column 2) (Column 1) HIGHEST CLAIMS ADDI-ADDI-NUMBER PRESENT REMAINING TIONAL RATE TIONAL RATE **PREVIOUSLY** AFTER **EXTRA** FEE FEE PAID FOR AMENDMENT X\$ 9= X\$18= Total Minus OR Independent Minus X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 3) (Column 2) (Column 1) HIGHEST CLAIMS ADDI-ADDI-PRESENT REMAINING NUMBER TIONAL RATE TIONAL RATE PREVIOUSLY **EXTRA AFTER** FEE FEE **AMENDMENT** PAID FOR Total Minus X\$18= X\$ 9= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE ADDI-ADDI-TIONAL TIONAL RATE RATE

		(Column 1)		(Column 2)	(Column 3)
AMENDMENT C		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	Total	*	Minus	**	= :
	Independent	*	Minus	***	=
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

. If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

"If the "Highest Number Previously Pald For" IN THIS SPACE is less than 20, enter "20."

\*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

OR

OR

OR

FEE

X\$ 9=

X43 =

+145=

ADDIT. FEE

TOTAL

·FEE

X\$18=

X86=

+290=

ADDIT, FEE

AMENDMENT

AMENDMENT